

# The GUILD of THIEVES



By Magnetic Scrolls

Steal Yourself A World of Fantasy

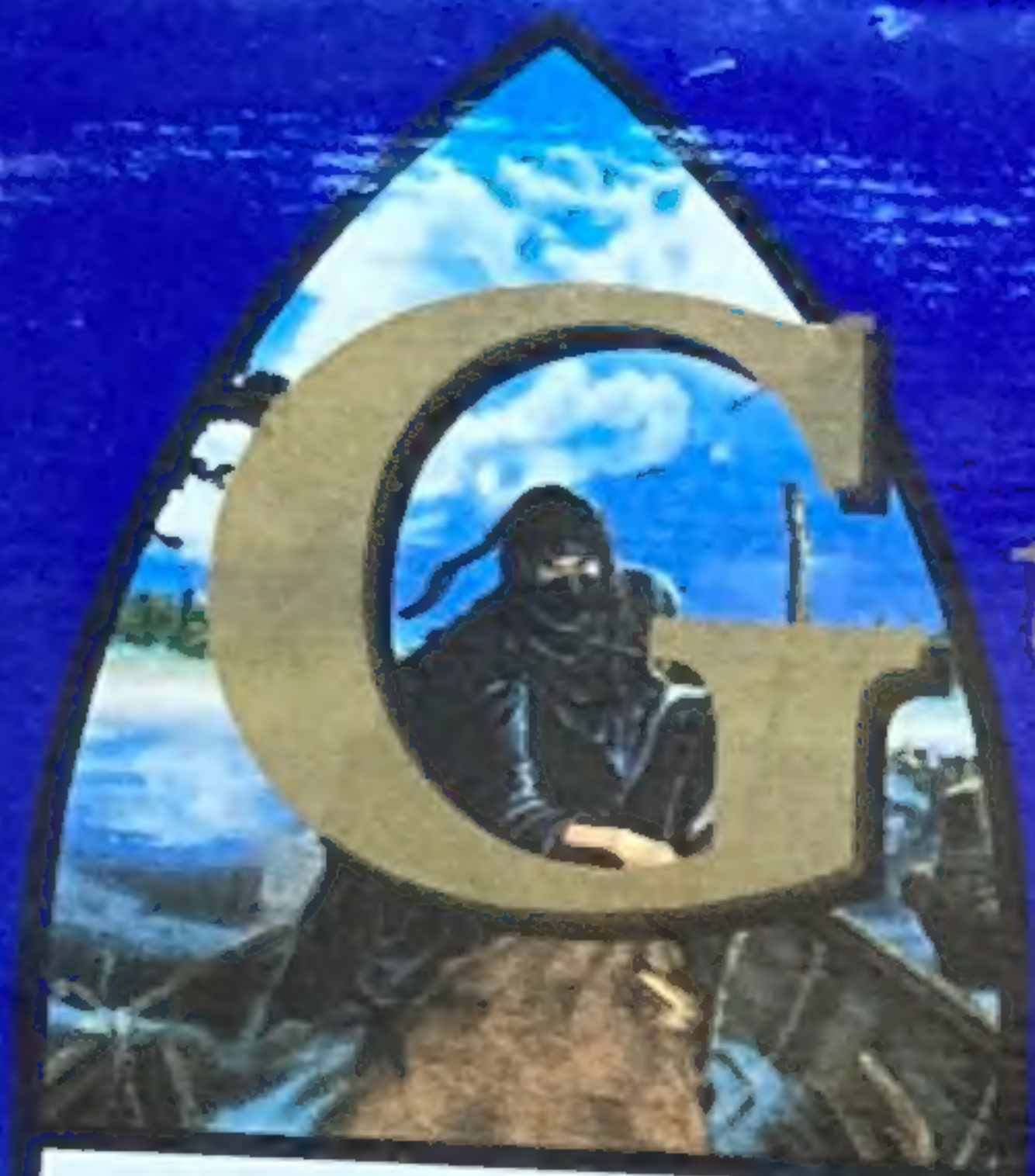
Apple II, IIc, IIe  
(min 64K)

TEXT ONLY VERSION

  
**RAINBIRD**

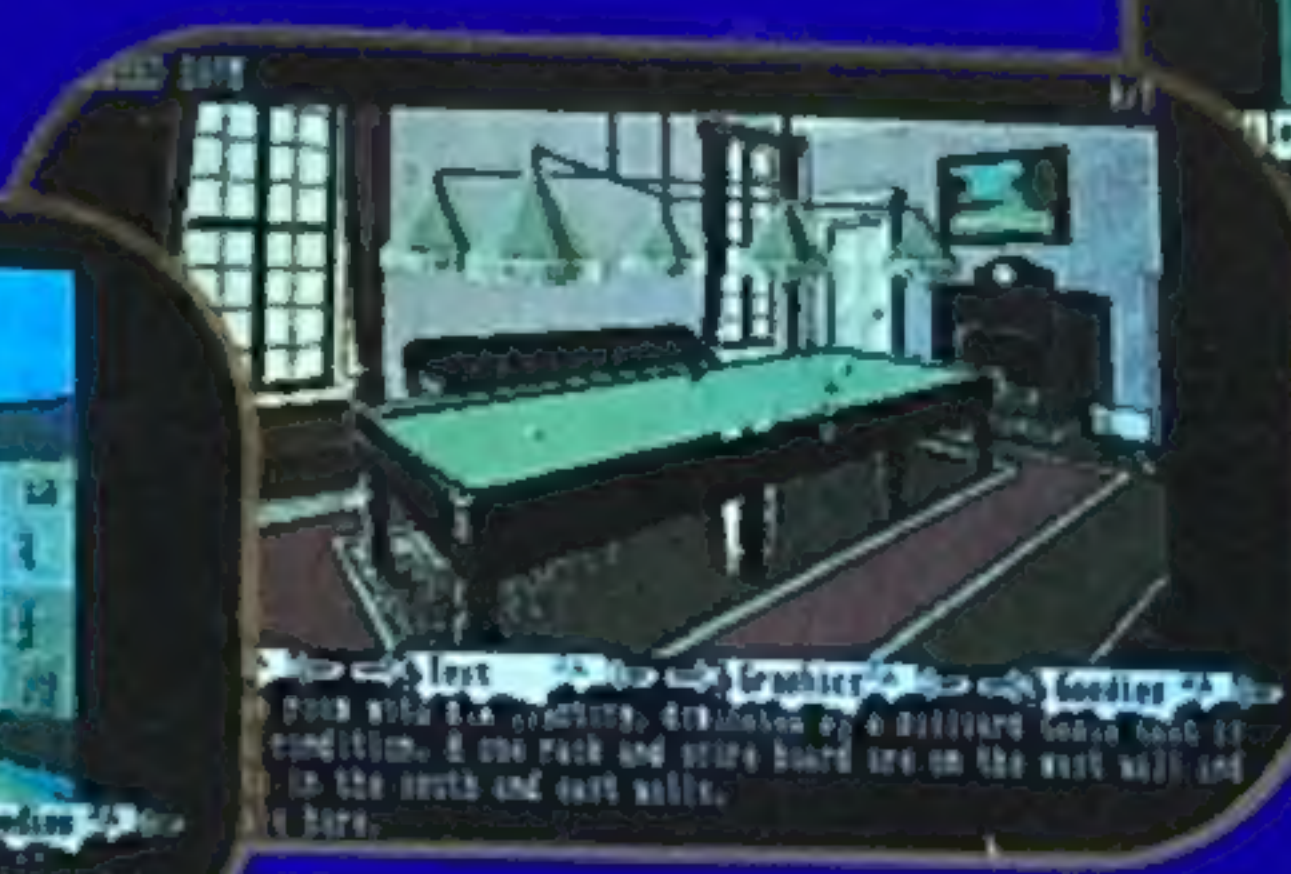
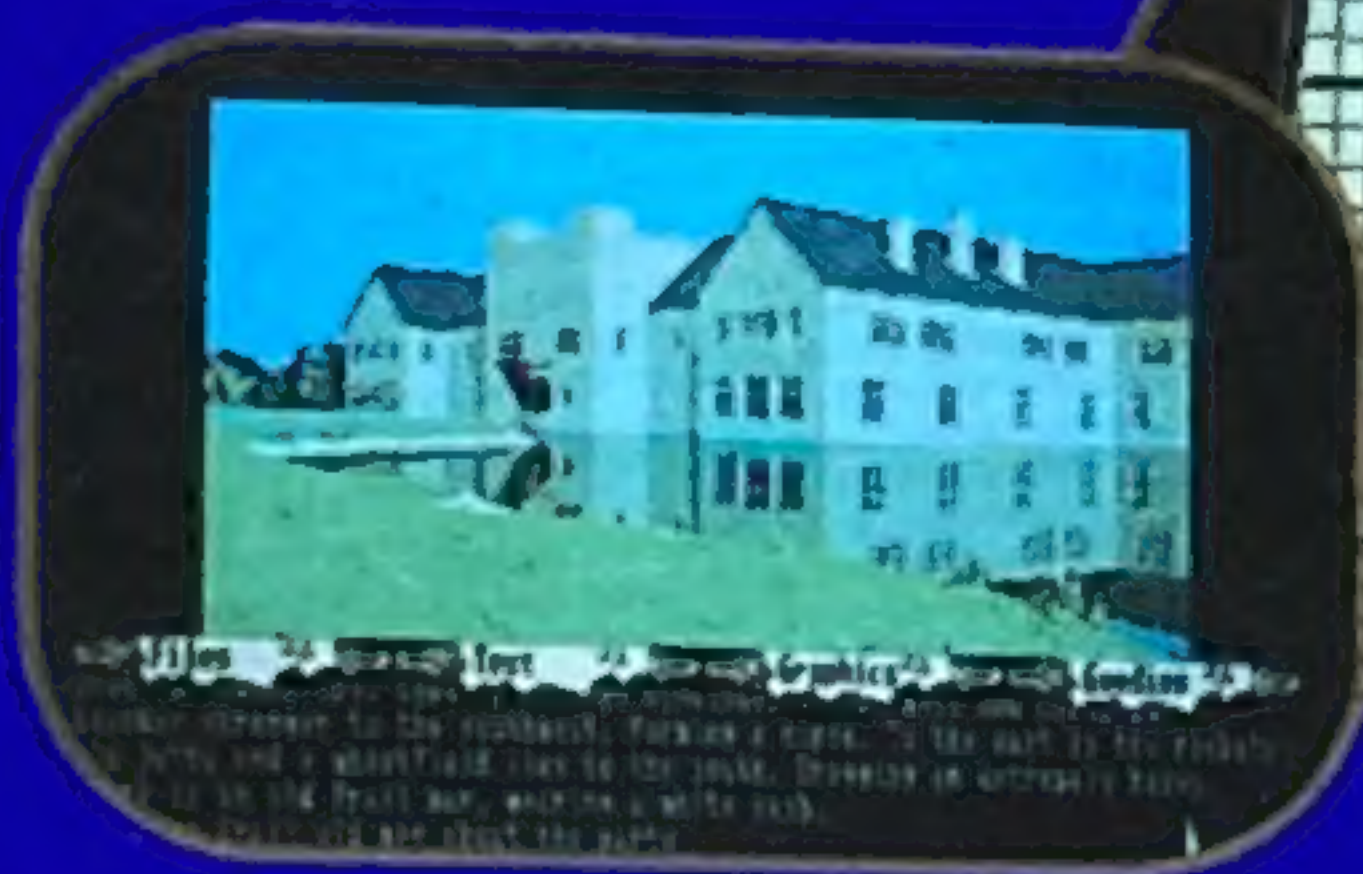
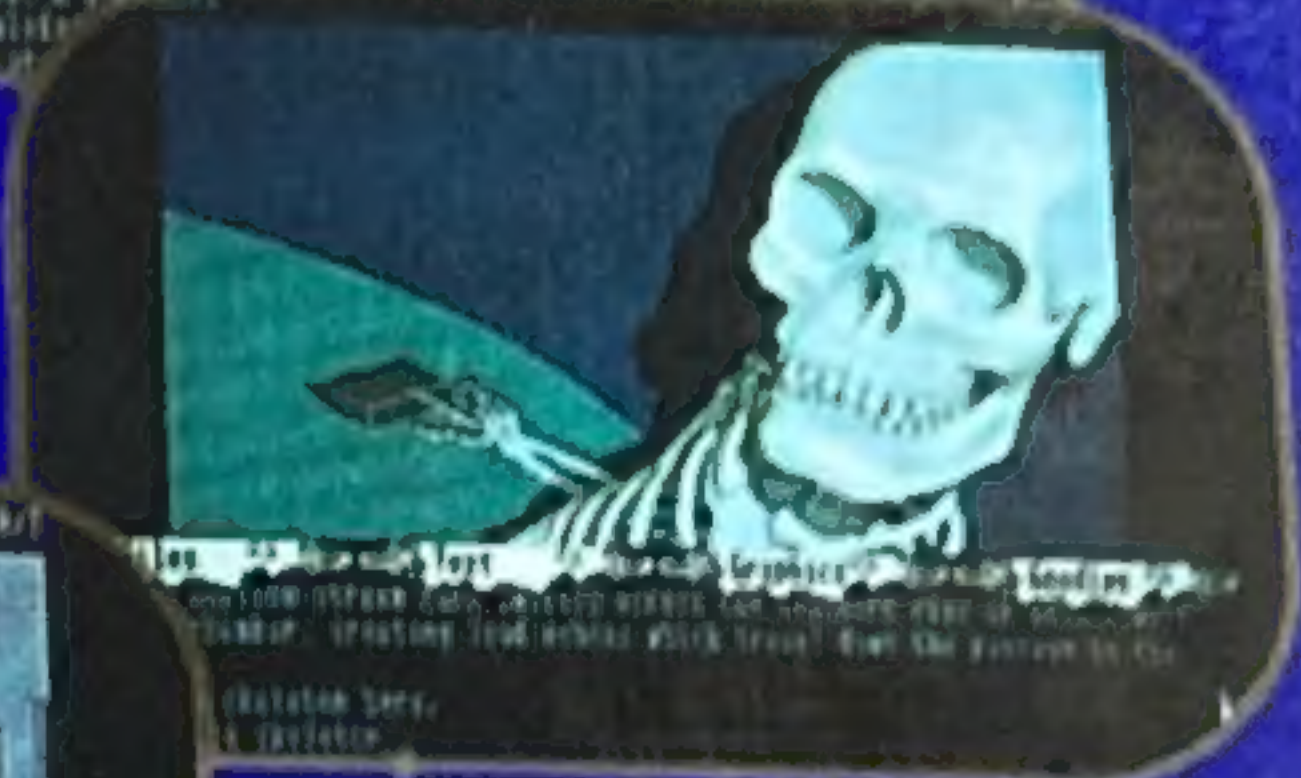
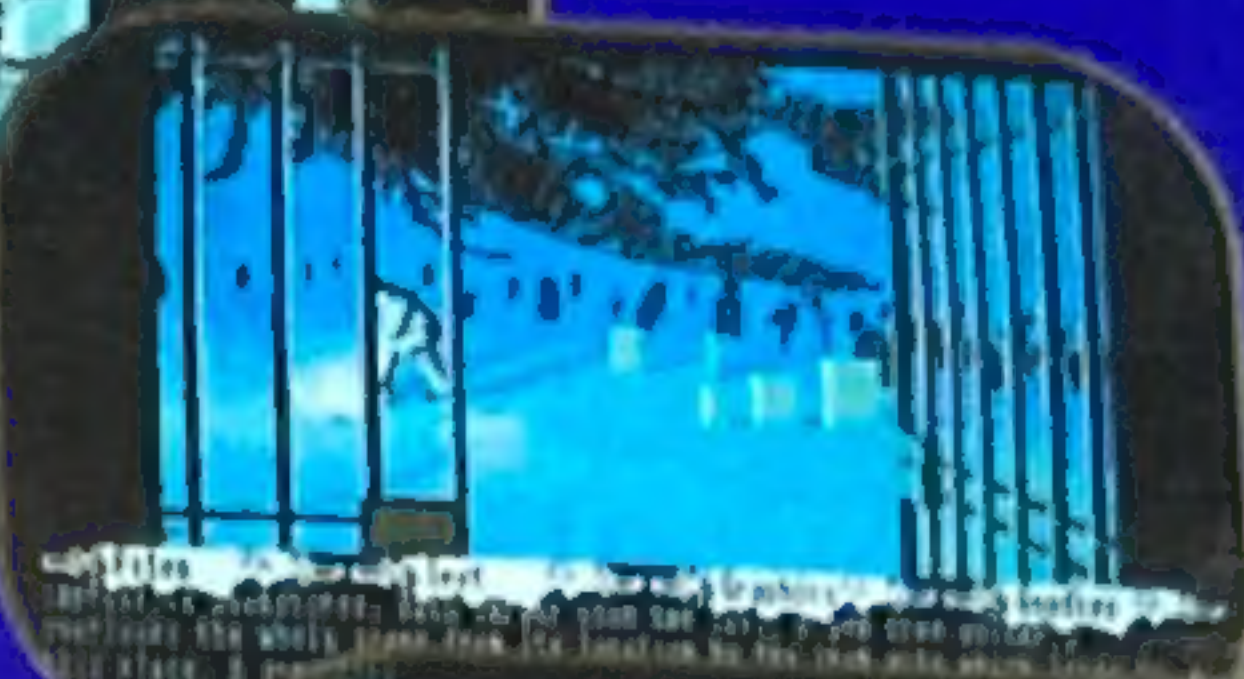
  
firebird  
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By  
Magnetic Scrolls

# The Guild of Thieves



Screenshots from Atari ST  
version (Some versions do  
not contain graphics. Please  
refer to box front for details)

## Why Buy This Game When You Could Steal It?

Except you can't. Not yet. An amateur like you? Come off it! Now, if you were a fully paid-up member of the notorious Guild of Thieves, things would be different... Mind you, it's not easy. You might find yourself ditched on a remote jetty by the Guildmaster. You might find that the Guild expects you to ransack a well guarded mansion. To go grave-robbing. Potholing. Or maybe - if they're really doubtful of your abilities - everything at once!

No problem, really, in a country full of helpful natives and friendly wildlife. Trouble is, you're not in a country like that! You're in Kerovnia. If you've played *The Pawn*, you'll remember Kerovnia. Except that the place seems to have gone downhill since then... But you'll find that out for yourself soon enough. And just one final hint; don't try any funny stuff. The Guildmaster has seen it all before. So has the Gatekeeper. So has the... But why should we give you any hints?

*Guild of Thieves*, from Magnetic Scrolls, the people who wrote *The Pawn*, winners of numerous major awards. Graphic illustrations to blow your socks off. Puzzles to blow your brains out. Frankly, we doubt that you're up to it...

**Buy This Game Or We'll Steal Your Computer!**

**CONTENTS:** Cassette(s) or disc(s), keyguide,  
playguide, plus further goodies.



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THE U.K.





The GUILD of THIEVES



By Magnetic Scrolls

Steal Yourself A World of Fantasy

RAINBIRD

Firebird  
Licensees Inc.

Apple II, IIc, IIfx  
(min 64K)  
TEXT ONLY VERSION

RAINBIRD

The GUILD of THIEVES

The GUILD of THIEVES









The GUILD<sup>of</sup> THIEVES




The Wild of Thieves



**Why Buy The**  
**Except**  
**paid**

**Magnetic Scrolls**  
By

[illegible]





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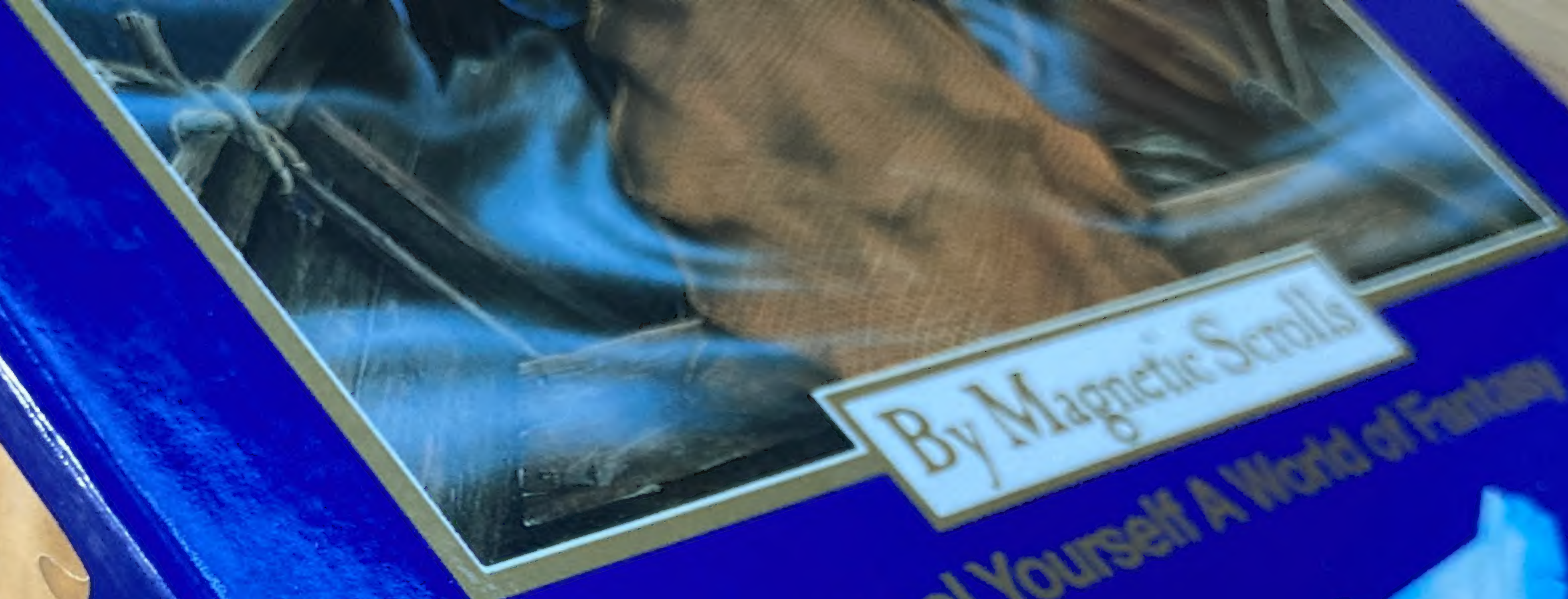
THE GUILD OF THIEVES



Apple II  
(min 64k)  
TEXT ONLY



THIEVES



By Magnetic Scrolls

Steal Yourself A World of Fantasy



RAINBOW



Microsoft  
Licensed

Apple II  
(min 64K)  
TEXT ONLY

Apple II, IIc, IIe  
(min 64K)

TEXT ONLY VERSION



Wherein and heretofore apprentice no  
applicant postulant apprentice no  
designated PERSON<sup>2</sup> has heretofore formally  
membership of to for by and with the said Guild  
AND wherein and heretofore this contract has been previously drawn up  
drafted engrossed and otherwise written and inscribed most especially  
beret of excluding and otherwise without any form of COMMA or SEMI  
COLON or any other form of punctuation which would otherwise to make  
the said applicant postulant apprentice novice trainee or otherwise to make  
HEAD OR TAIL of what this is about

AND WHEREIN the said contract shall be written in

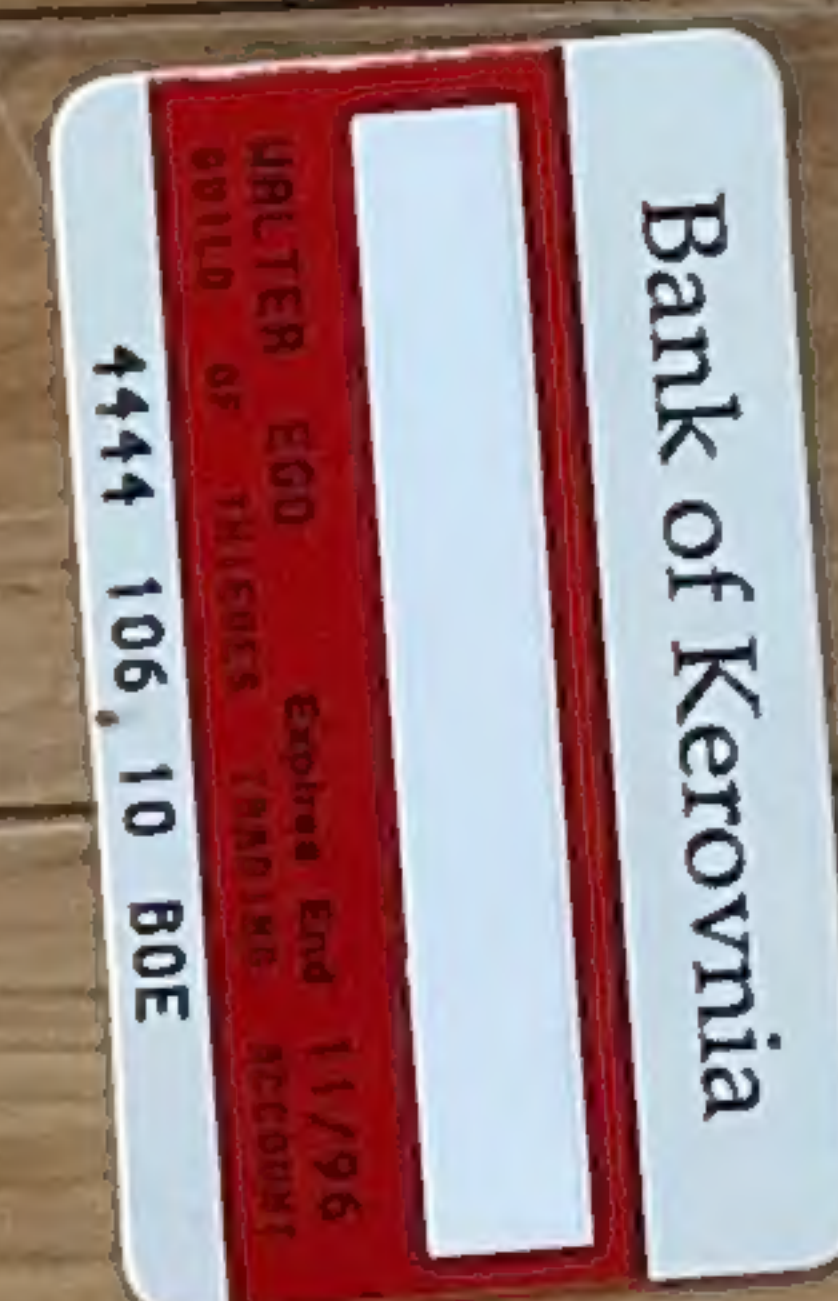
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HEAD OR TAIL of what this is about  
AND WHEREIN the said contract indenture agreement and earnest of  
and without is DETRIMENTAL AND DOWNGRADING position in





## Kerovnia Guild Of Discreet Entry And Removal Operatives<sup>1</sup> (Dornbrook Branch) INDENTURE AND CONTRACT OF SERVICE

Wherein and heretofore as otherwise previously notwithstanding the said applicant postulant apprentice novice trainee or otherwise hereinafter designated PERSON<sup>2</sup> has heretofore formally and earnestly applied for membership of to for by and with the said Guild

AND wherein and heretofore this contract has been previously drawn up drafted engrossed and otherwise written and inscribed most especially bereft of excluding and otherwise without any form of COMMA or SEMI COLON or any other form of punctuation which would otherwise allow the said applicant postulant apprentice novice trainee or otherwise to make HEAD OR TAIL of what this is about

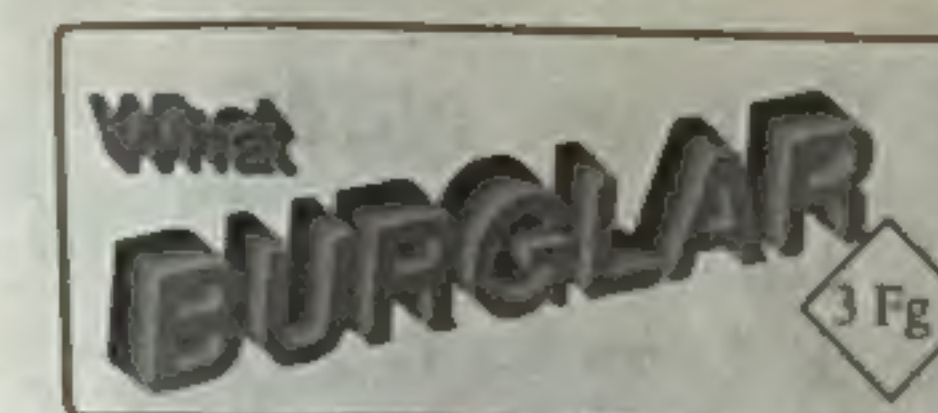
AND WHEREIN the said contract indenture agreement and earnest of good intent is DELIBERATELY AND POMPUSLY written in difficult obscure archaic or otherwise out of date language which we do NOT UNDERSTAND either

IT IS THEREFORE AGREED covenanted contracted bargained engaged stipulated promised arranged settled signed sealed and executed that I, \_\_\_\_\_ do hereby covenant contract agree and do we REALLY have to go through all that again? to go off and rob all sorts of really great stuff from this weird place and moreover to hang about and not moan while we think of a more POMPOUS and FRIGHTENING way of expressing that last bit<sup>3</sup>

<sup>1</sup>Hereinafter named called described as and otherwise else um er notwithstanding and um so forth referred to as "Guild of Thieves". Plus also where we wish hereinafter etcetera, also heretofore, um, where were we? Do you know what it's like to have to WRITE this stuff? Everyone laughs at lawyers, oh yes; ha ha ha, but it's no fun, not really, not compared with just hanging round on street corners talking dirty. Okay, you get rich, but money can't buy you happiness. Mind you, happiness can't buy you money, so it's as broad as it's long, hereinafter.

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INSIDE THIS ISSUE  
• Exclusive! Interview with Guild Librarian Silas Beaker... 2  
• Guild of Thieves apprentice exam - how to take the test, and how to WIN!... 11  
• Top Secret Coded "Chival Silver" stolen from Guild of Thieves - we reveal all... 24  
AND MUCH MUCH MORE!

## Top Crook Slags Rookies Shock!

Top crook Silas Beaker says the profession will face disaster if young newcomers continue with their boycott.

Beaker, speaking from his Dornbrook hideaway, added: "Frankly, the newcomers are rubbish. Greenhorns. Tenderfeet. Wet behind the ears."

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rolls  
Guide

**The Guild of Thieves**  
APPLE II

  
D130587/639

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WALTER ESO Expires End 11/96  
GUILD OF THIEVES TRADING ACCOUNT

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# The Guild of Thieves



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# Bank of Kerovnia

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GUILD OF THIEVES

TRADING

ACCOUNT

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Kerovnia Guild Of Discreet Entry And  
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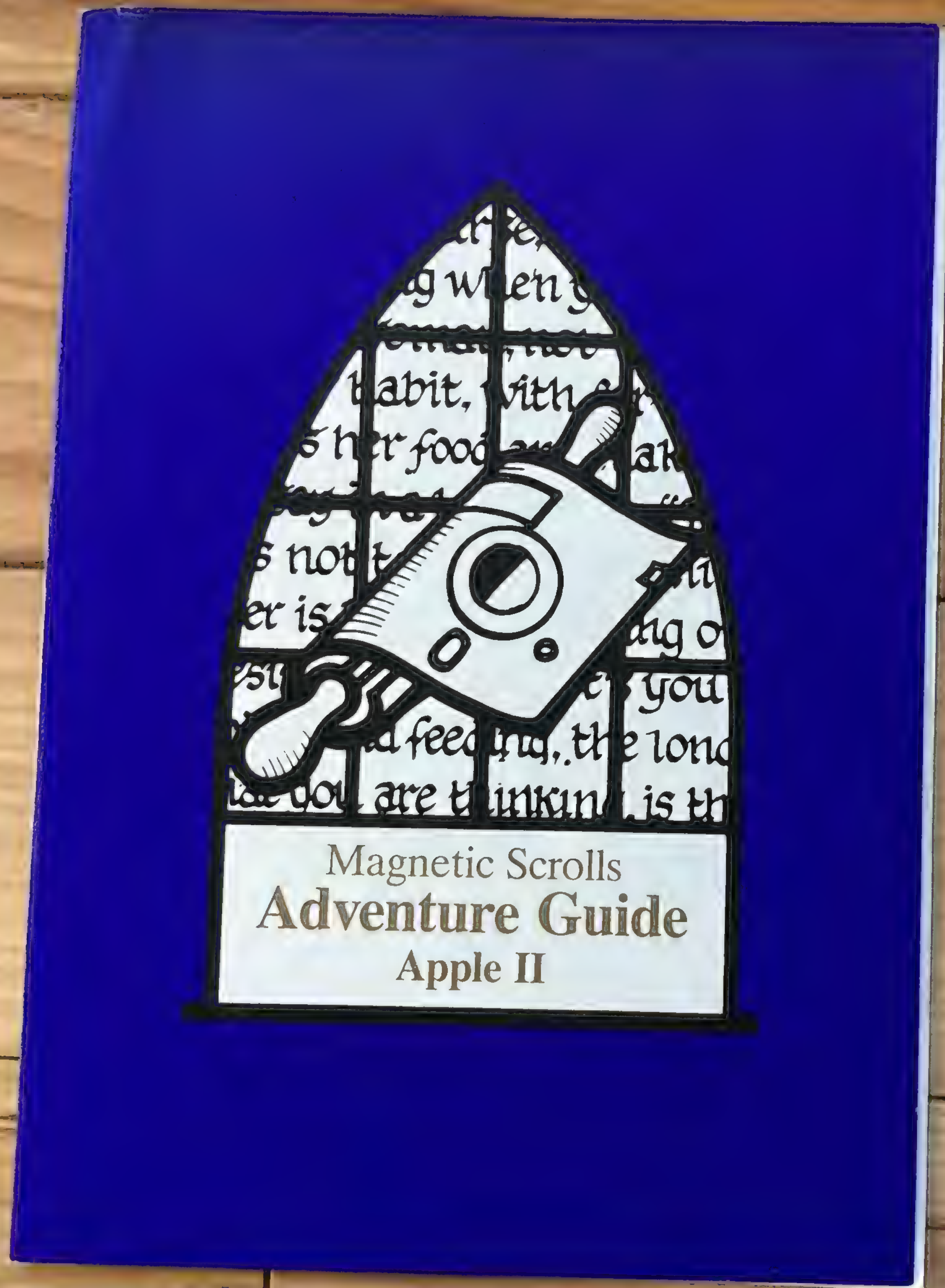
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## APPLE II GUIDE

Please make a back-up of the disk before using it (using the **COPYA** program supplied with your Apple). Always use the back-up, and preserve the original. Having made the back-up do not forget to write-protect it!

### Loading

Make sure that any card in slot 3 is an 80 column card. The game checks this slot, and may appear to hang if there is an unknown card in this slot.

If you wish to use the printer, please make sure that a printer card is in slot 1.

To load the adventure, insert the game disk in drive 1 and turn the machine on. The game will then load automatically.

### Screen Layout

Once loaded you will notice that the screen is split into two sections.

The top line contains the following information:-

The top left is the name of the room that you are currently in.

The first figure on the right is your score.

The second figure on the right is the number of moves you have made.

The second section is the main playing area, where your commands and the game's responses are displayed.

### Talking to the program

To communicate with the program, simply type in a sentence describing what you want to do. When it is waiting for a command, a '>' prompt and a block cursor are displayed. Once you have typed your command press the <RETURN> key.

The adventure will also allow the user to type ahead, even if the program has not yet displayed its prompt.

### Editing Your Commands

It is possible to edit your commands using the standard Apple facilities. After pressing ESCape to enter Edit mode, the following allow you to edit the current line:

	Apple II	Apple IIe/IIc
Move left one character	j	Left arrow
Move right one character	k	Right arrow
Move cursor up	i	Up arrow
Move cursor down	m	Down arrow
Delete one character to the left	<-	Delete

### More

When there are too many lines to display on the screen at once the message '<MORE>' appears at the bottom right of the screen. Pressing any key will allow the game to continue.

### Save

This command enables you to save your current position in the game. Please make sure that you use a newly formatted disk. There are eight possible saved game positions allowed on each disk.

The program will ask you for the drive number and the saved game position; it will then ask you to insert your 'Saved Games' disk. Hitting any key at this point will inform the program that this is done. Should there be any errors, the program will allow three retries before returning to the game.

If you are using drive 1, please make sure you replace the game backup disk.

### Restore

To reload a previously saved game type 'RESTORE'; as with 'SAVE' you will be prompted for a drive number and game position. Should there be any problems, the program will allow three retries before returning to the game. Don't forget to put the game disk back in the default drive after loading a saved game.

### Printer On (Printer Off)

You can record your game by use of this command which turns the printer on (and off). Please ensure that your printer is switched on before using this feature.



# What BURGLAR

3 Fg

## Top Crook Slags Rookies Shock!

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Jemmies & Crowbars  
Dark Lanterns -  
guaranteed light-free  
New range of striped  
clothing  
(Ask for Bruce or Rod)



## Clumsy villains in dual-blag mix-up

Two half-baked villains went out "on the pinch" last week - and turned over each other's "cribs".

Said one, drainpipe specialist Monty Quink, "I couldn't believe my eyes. Everything was gone. I took one look at it and said 'That's Reggie's work'. I

Said Reginald Throat, the other victim, "I could see it was a drainpipe job instantly, and I thought 'Monty', just like that.

Neither "victim" has been to the police. "No point," says Monty. "Nah," agrees Reggie, "we'll just go up each other's places again tonight and nick everything back again. No problem, my son."

by Violet Voss, Women's Ed.

Daily life in Macbeth is normally quiet, with only the odd nuclear meltdown, outbreak of plague or alien spacecraft to disrupt its tranquillity.

"We live in fear", said Mrs Zzzzzz, 43. "Nobody has seen him. Nobody knows what he looks like, or when he will strike. We don't even know what he's after."

"In fact, we've no trace of him at all. He might not even exist. But he could strike at any time. There ought to be a law."

What People:  
Mr. Vernon Smith Ltd. 1 Chapel Court, LONDON SE1 1HH, United Kingdom

**PLEASE** I have have not taken advantage of your terrific/terrible/  
 wonderful offer of membership to the Guild of Thieves.  
 Please remove me from your mailing list as soon as  
 possible. I do not want any of all your special offers/never hear from you a  
 company in the world let you

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11, Victoria Street, London SE1 1HR,  
England. I have not taken advantage of your terrific/terrible/  
amazing/wonderful offer of membership to the Guild of Thieves.  
Please put me on your mailing list/remove me from your mailing list as soon as pos-  
sible and make sure that I hear of all your special offers/never hear from you again  
in the future past.  
I'm bored/to let you  
to tell you so/because I'm bored/to let you

friend/another magazine (which was of  
thing/okay I

I first heard about your magazine from a friend/another magazine (which was of course not nearly as good as yours)/picked it up in a house I was searching/okay I stole it/actually I bought it in a computer shop, which I thought at the time was a bit of a shifty place to sell magazines like this.

If I had to compare your magazine with other similar magazines on the market, out of ten I would rate it \_\_\_\_\_

To take advantage of your 'exclusive' hints offer I bought a computer it was an Atari  
ST/Apple Macintosh/Amiga/Apple II GS/IBM PC/Apple II/Commodore 64/128/  
Atari 800/130/Spectrum 128/Amstrad 6128/Amstrad 8256/other

Please send me details on the following: Guild of Thieves Tee-Shirt/Guild of Thieves  
Sweat Shirt/ Another issue of this magazine/ Stripy furry dice and I promise: will  
think about/will not buy any of the above.

Name \_\_\_\_\_

Address \_\_\_\_\_

11

122

(If you do not want to ruin your magazine by cutting this G



<ax y5 ns ov 7k yr n5 ou 79 y6 nu mu g7 58 ru m8 gw 50 rd mu gk 5i  
ni o0 7j yv n5 on 7a yg no oj gj 5i r7 mp g7 y7 n5 os 7p yi n1 o9 7r  
yh rh m0 gb 5v nv ow 7l y9 n0 op 70 yj np o8 gj hj >

<ax he t6 i5 ar h7 tm id am xm cx ep pj hj tt is a5 x5 cm ea pt xe te i8  
a9 x9 cg eo a7 hy t0 i9 a6 x6 ck ei ar hk ck el pd xl ch ez az hp tx ex  
pb x0 c9 i9 at h0 tk if az h1 c8 o8 >

#### What Do I Do In The Bank?

<5x ci en py xe te i7 p7 xf ca ee p6 xf tf iq aj h9 c9 e1 pp xo ca eq aq  
hi tn iu ae xe c8 e7 pv xw tv mv >

<tx oo 7s 5s rq m8 gn 5d ru mq ga 5m r5 mh gr yr np oo 7x yg rg m0  
gd 59 rd od 7b y1 nb oz 7y 5y rr or 7l yq na op 7g y9 n1 op 7o ye re  
md g0 5h rx mp gl 5o no ok 7y y7 nq o8 75 5p tp >

<5x rt mr gh 5m rf mz gj 5b r6 m8 ge 5g r5 mi 75 x5 >

<ax yt np mp gz 5q r8 mp 7p y1 n6 o9 gk 5i ni or 75 yf n6 m6 go 5s  
rb ob 7r ye n6 on gn 5s rb mv ge ye n8 ok 7z yd rd my g7 58 nv oj 7v  
5v rz mo gj 5t nt os 7x y8 nq mq ga 5h n7 e7 >

<tx ib ad hk tz ez pp xa ce ep ap xe te i7 an hv tb im pm xa cg ea ag  
xg cf ej ph hh tt iz ak xk cw iw ag h7 ti ip at xa na >

<5x cf ej pw hw tg i7 am xm c5 en pg xx to mo >

#### How Do I Open The Bank Vault?

<mx p5 xs ca eo px xt cj e1 pb xr tr iy py xs ch em pt xz tz ig a9 h8 tb  
il aj hu cv ov >

<tx oh 7s yv rv e9 pu xx to ex ao 5o >

<ax y9 n8 o7 7v 5v re m7 gn 5x nr op 77 yy nz of 70 yz rz mk gp 5l

rq m7 go 5g rn mv 7v yw nl ow 7z yh rh m0 gq yq nv ob gb 5j rq oq  
7u y0 nq ox 7n 5n rd ma gh 5u r9 mb gj 5t ru oz pz >  
<mx gb 5z nz op 7a ye re mb gd 5x ry m1 7l y0 nq o0 7o 5o rl md 7d  
y6 nf mf g6 5v r6 mf gv 5n ry ml gw yv cv >

<5x cr ey pe x7 c5 es py xt ca eq aq h0 ty i0 aq hs td ix ao ha tq il aw  
hy cy es px x9 t9 iz ak xk cy et pl xo c0 ed p8 xe ca e7 a7 hi ty ey p1  
xu cd id as hh tn iy ae hn cn ey pw hb rb >

<5x rf mz g0 5b rx oo po >

<mx pn xg c1 er pw xl tl io am h7 tv ib pq xx tx is ps xf cm ep py xa  
ck ik az hd tv ew 7w >

#### What Is The Chewing Gum For?

<ma pm hm td is ah hg tx ex pp xt tt io az h8 c8 ef pj x1 cg en ae h8  
c8 ez pk xy ct en p0 h0 t1 ij ao hr tw i8 ab hv cv e1 py hg tl e1 pg x7  
ce ef p6 h9 r9 >

<5a cm e8 pm xi c7 em pe he tg in pn xv c9 e0 a0 hy tk iv as h5 t8 e8  
pz xl cb el pw xr tr i5 au xu cq ef p0 h0 tk izpz xi cw e8 pe xa ta ii ag  
hn t5 i7 am hb t8 il aw xv nv >

<5a cm im a5 hh ta i5 ap hi to eo pk xw cy ew pk x9 c0 i0 a1 h6 tf is  
ap xh c0 i0 af h6 tb iv ae hv tu ie ag ha tk ek pq x8 c6 e9 a9 hr tn i5  
au xu ct em pq hq tz il ay ht ct eh a7 57 >

<aa h5 tg ia a7 xr nr >

#### What Do I Do With The Lute?

<aa yi nw oy 7n ym rm ma gt 5r nr oy 7k yi ri mg g9 50 n0 ow 7u yk  
nr o9 7l y8 ne me gv 5k rg m9 gl 5w ry oy 77 yn rn my ge 5v rs mh  
gl 5z rp mm gt 5a nt et >

What Burglar?



# Top Chummy Nicks Blag Club Snoop Sheet Shock Horror!

By Our Special Correspondent

In a shock sneak move last week, a top burglar removed top secret so-called "cipheric help files" from the offices of the Kerovnia Guild of Thieves.

• The thief admitted breaking into the Guild offices under cover of darkness.

"Yurs!" he told *What Burglar* yesterday. "I nicked the goods. It was dark." In a shock sneak move last week, a top burglar removed top secret so-called "cipheric help files" from the offices of the Kerovnia Guild of Thieves.

The thief's identity remains unknown. Police describe him as "blue-chinned, wearing a mask and a striped pullover."

"This has enabled us to eliminate at least five per cent of the population", said Detective Chief-Inspector Gently's friend Jeremy from their secret love-nest in the sleepy hamlet of Reeve last night.

• Investigations by your soara-way *What Burglar* reveal that the so-called "cipheric help files" are in fact cipheric help files.

And they could help trainee criminals crack the tough membership exams of the Guild.

Guild Librarian Sigismund Thing said yesterday from his dusty, book-strewn offices in the quiet little village of Joel's Bottom: "What?"

He then fell asleep.

Sources close to the Rat & Syphon Lounge Bar 'n' Disco told *What Burglar*: "These files are dynamite. All you have to do is type them into your computer and

any berk can sail through the wossnames, exams, without difficulty. No sweat, my son. Follow my drift?"

## MEANINGLESS

We understand that the cypheric help files give would-be Guild members the answers to the examination tests... but, thanks to fiendish, greasy-haired boffins in smoke-filled rooms, the answers are completely meaningless - until they are typed into a computer!

## UP YOURS

All the trainee criminal has to do is find the "question" which refers to his current problem, type in the word "HINT" when prompted by his computer, and then carefully type the "letters" and "numbers" to be found between the < and > marks in the cypheric help files.

"It's simple", said notorious criminal T. Anderson, who declined to be named. "If you've got a copy, just look up yours."

"Otherwise, you know where you can

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find me."

• Your favourite magazine REJECTS OUTRIGHT cheque-book journalism of the sort practised by other so-called "newspapers".

However, we persuaded Anderson to provide *What Burglar* with a copy of the illicit help files by threatening - in the public interest - to expose him as a man who might find an envelope stuffed with money if he looked in his left-hand coat pocket.

• Anderson warned readers:  
"If you type HINT at the prompt, be sure to type the coded message exactly.  
"And if you see a "+" sign at the end of the decoded message, it means the hint continues in the next piece of code."

He added: "Don't try this when you've had a few, narmean? Like, after a few Farthingtons, yeah? Otherwise you could find yourself totally bug..., um, up shi..., er, up a gum tree. Right?"

# Guild of Thieves Cheat-Sheets

A *What Burglar* Exclusive!

## How Do I Get Out Of The Boat?

<5n c6 ef pq x6 t6 i7 ag ho co ea pt xj cp ex p5 xv cf em pt xz ce ie  
am h7 tu iq as hh tl iy an hi t5 en ag 5g >

<an y6 nf oq 76 56 rk mi 7i yg ny or 75 yi r5 i5 >

<tn op 7l y6 na ma gu 5d rm mf 70 x0 >

## How Do I Get Into The Castle?

<5m ca ia a5 hy tr i7 ax hn cn ex po xr ce e6 p9 xr ch el al hw tv e0  
po xs cb ex pn hn th it au xu cv ee pv x1 cg ew av 5v >

<am ye nr o7 g5 5u nu ot 7m yq rq ma gp 5m rh m7 77 y6 nw ol gl

*What Burglar?*



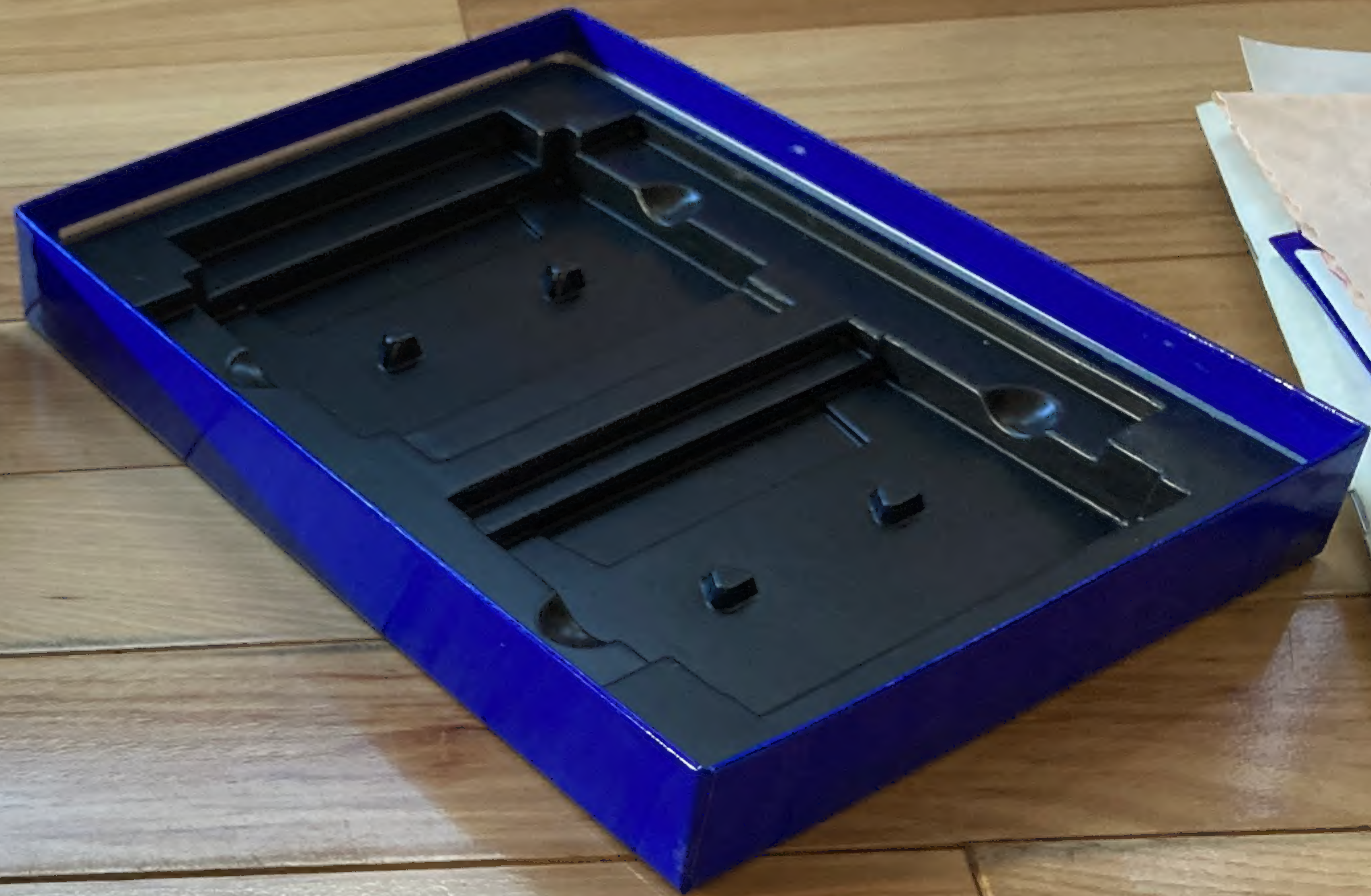
Creative use of White Space  
courtesy of

Striipey & Striipey













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(90)  
with  
return

*Guild Of Discreet Entry And  
Removal Operatives<sup>1</sup>  
(Dorrm Brook Branch)  
CONTRACT OF SERVICE  
the said  
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